

WARLOK

Written by Dave Thomas

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CASSETTE LOADING INSTRUCTIONS

Minimum memory required is 32K with no cartridge present.

1. Put the WARLOK Stage 1 cassette into the cassette recorder after ensuring it is correctly connected.

2. Atari 400 and 800 - Turn the computer on whilst holding down the START key.

Atari XL computers - Turn the computer on whilst holding down the START and OPTION keys.

3. Press Play on the recorder then RETURN on the computer and after a few moments the title will appear displaying WARLOK countdown to entry.

4. There will be a countdown on the screen which, when completed, will be followed by the main game title. To commence play just press START.

Each of the four stages of the game is held separately on the individual sides of the two cassettes. You MUST complete the first stage of the game before it is possible to play any other level. Do not attempt to load stages 2 to 4 on their own as they will not work as they stand.

Under no circumstances should you press SYSTEM RESET during play as it will necessitate reloading the game from scratch. Use the OPTION key as this will allow you to abandon a game and restart without reloading.

DISK LOADING INSTRUCTIONS

Minimum memory required is 48K with no cartridges present.

1. Turn on disk drive and wait until BUSY light goes off.

2. Insert Joystick in port 1. Steer ship with joystick, pressing the trigger to fire your Photon Cannon.

3. Place WARLOK disk in the drive then turn on computer.

4. After a few seconds the WARLOK title page will appear. Press the START key to continue loading.

5. The screen will display: - Loading WARLOK. Please wait. The program will then load and auto-run after a few moments. Leave the disk in the drive at all times!

Pressing the SELECT key allows you to choose from five skill levels, the higher the level the faster your ship uses energy necessitating the destruction of more energy dumps.

Using the OPTION key allows the choice of stage level: -

LEVEL 1 = Stage 1 plus final stage.

LEVEL 2 = Stages 1 and 2 plus final stage.

LEVEL 3 = Stages 1 and 3 plus final stage.

LEVEL 4 = Stages 1, 2 and 3 plus final stage.

Each stage is an entirely different scenario with even more challenging obstacles as the stage number increases.

Press the START key to begin play.

Whilst the game is in play, pressing the SELECT key pauses the game, pressing it again restarts the game and the OPTION key abandons the game.

Bonus points are given at the end of each level as follows: -

Completing Level 1 gains 500 bonus points.

Completing Level 2 gains 1000 bonus points.

Completing Level 3 gains 1500 bonus points.

Completing Level 4 gains 2000 bonus points.